

Alex Semenyaka, RIPE NCC

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#### **Monitoring the external** Internet services in Central **Asia with RIPE Atlas**





#### **RIPE Atlas**

### **RIPE** Atlas

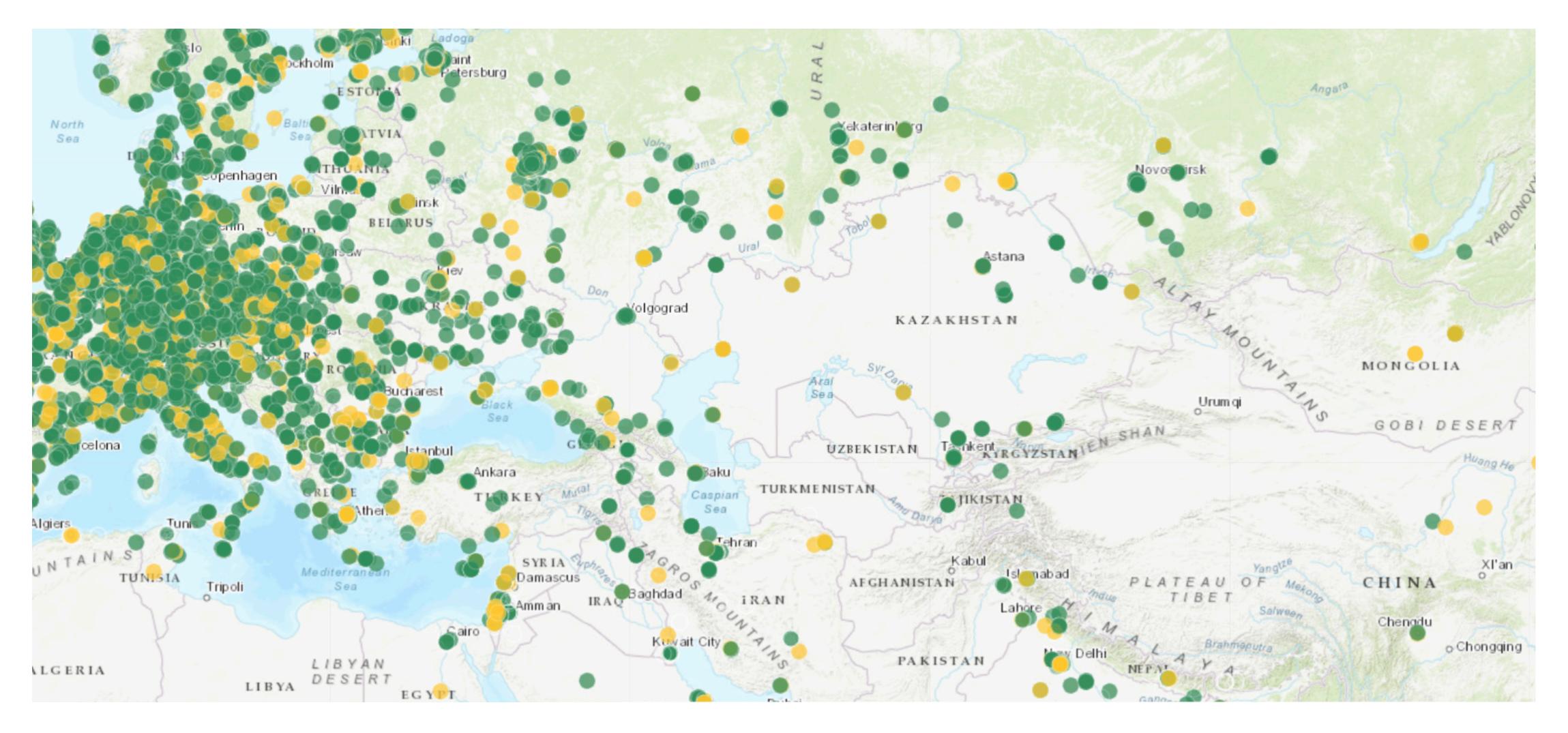
- The RIPE NCC began development of RIPE Atlas in late 2010
- RIPE Atlas is a global network of probes that measure Internet connectivity and reachability, providing an unprecedented understanding of the state of the Internet in real-time.
- RIPE Atlas probes are small, USB-powered hardware devices that hosts attach to an Ethernet port on their router
- Approx. 13000 probes are installed
  - 76 of them in Central Asia
- Approx. 68000 of users

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#### **RIPE Atlas**



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### Network delay

### Nature of the network delay

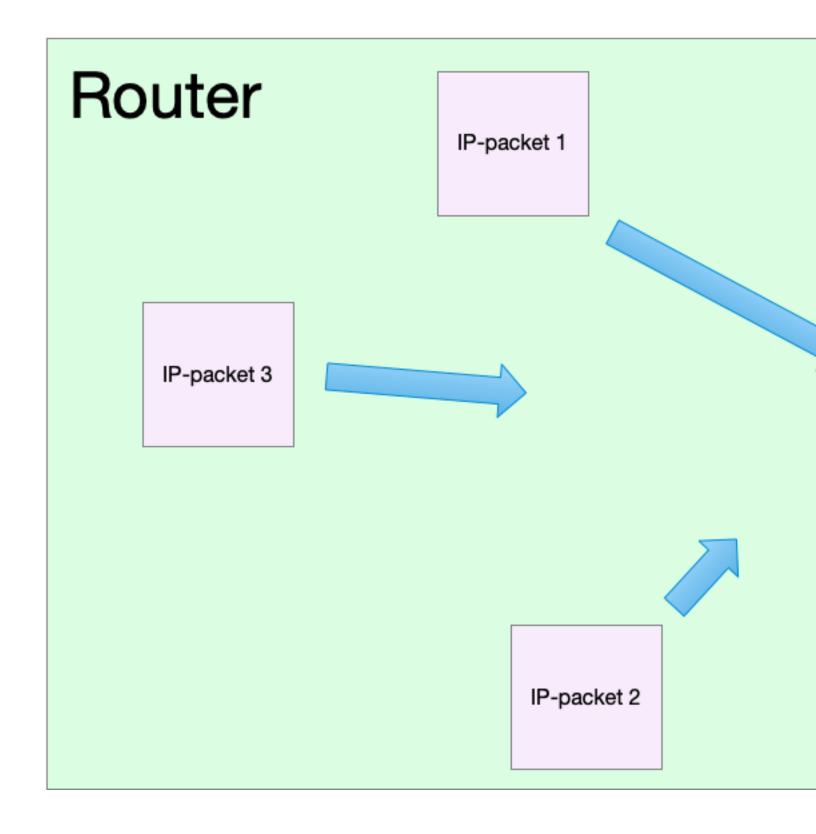
- Many factors contribute to network latency
- The main ones are:
  - Signal transmission delay
  - Packet processing delay
  - Delay in interface queues
- The latter indicates that the data channels are significantly congested
- Route changes change the value of the delay!

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### Interface queues

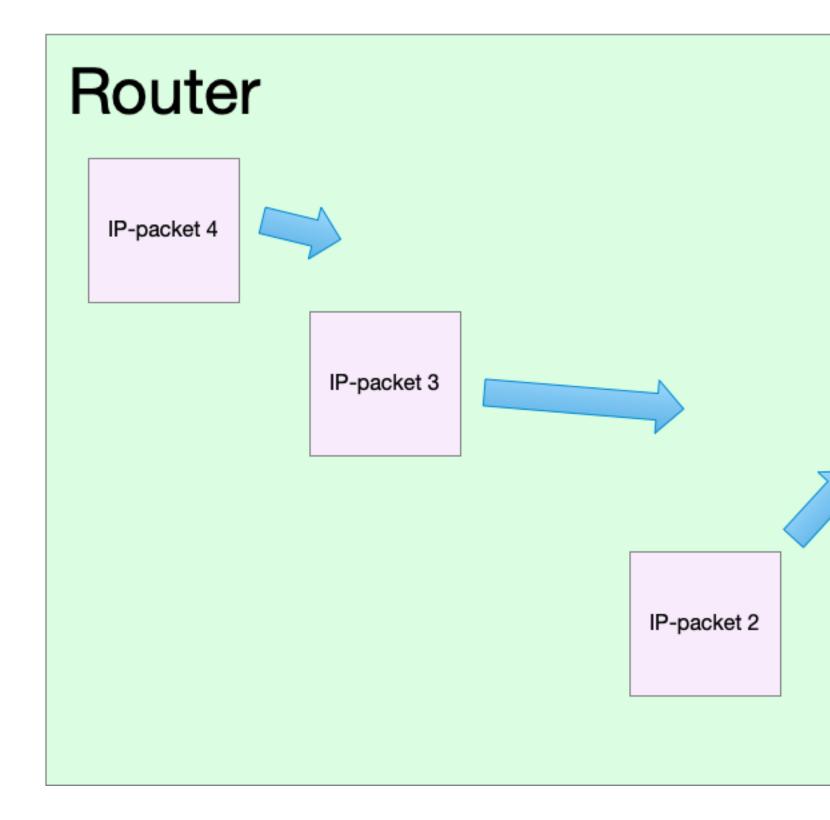


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#### Output interface queue

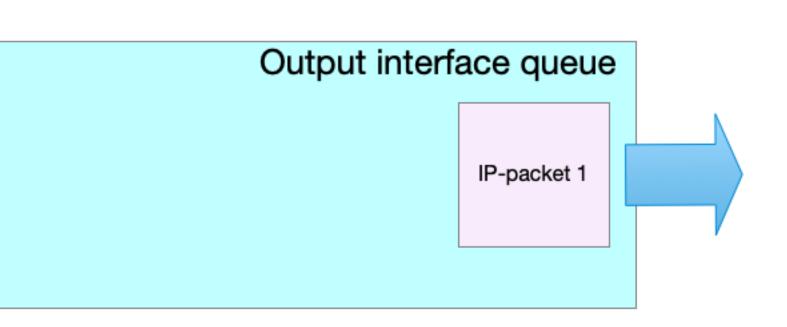
### Empty queue, no delay



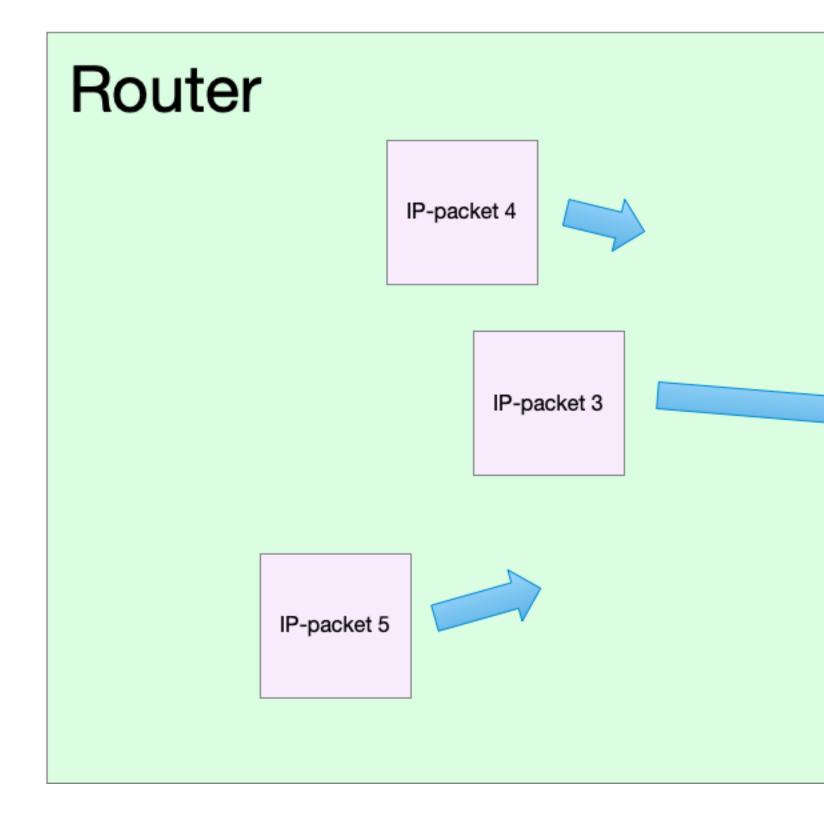
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### Empty queue, no delay



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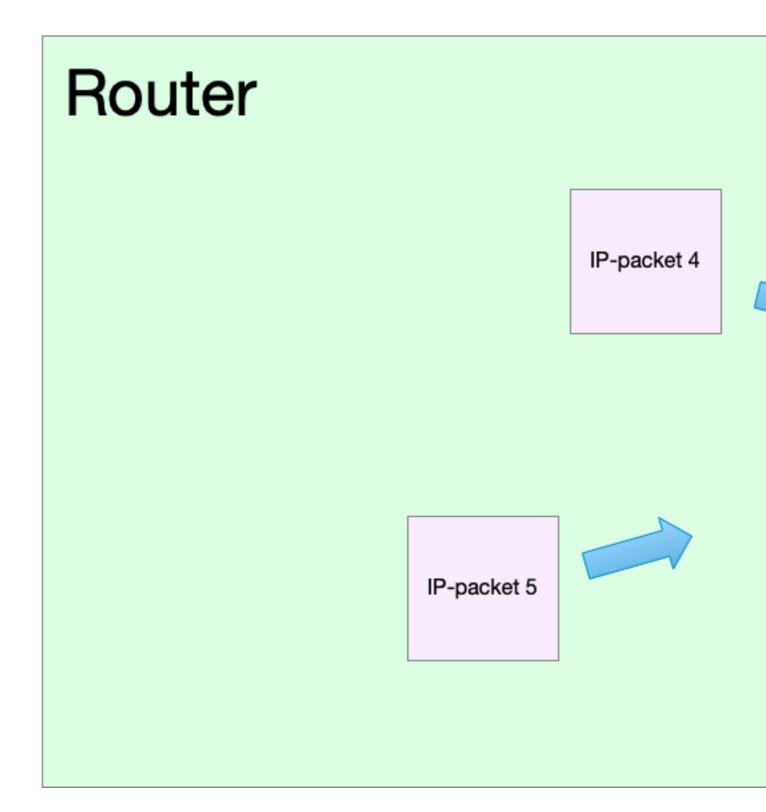


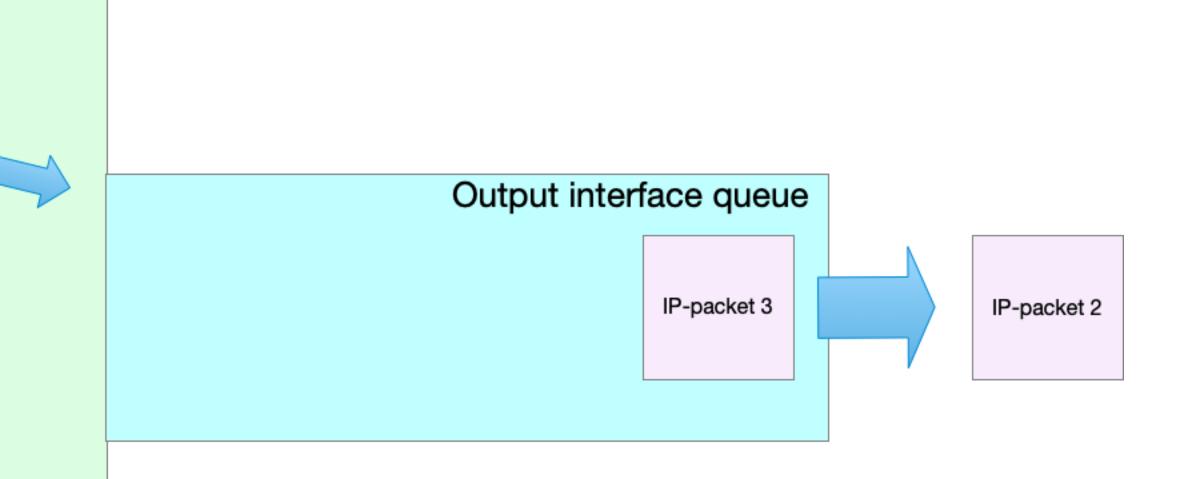


#### Output interface queue IP-packet 2 IP-packet 1



### Empty queue, no delay

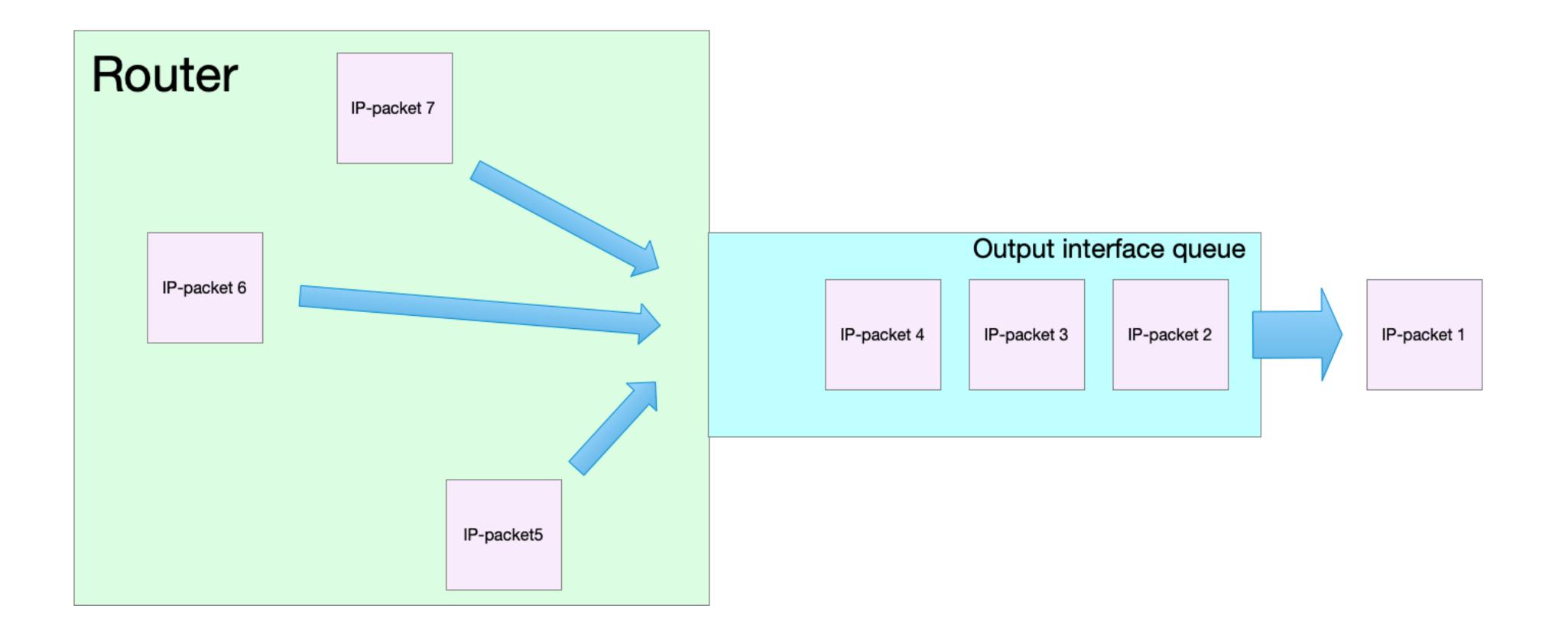








#### Packets are queued up...

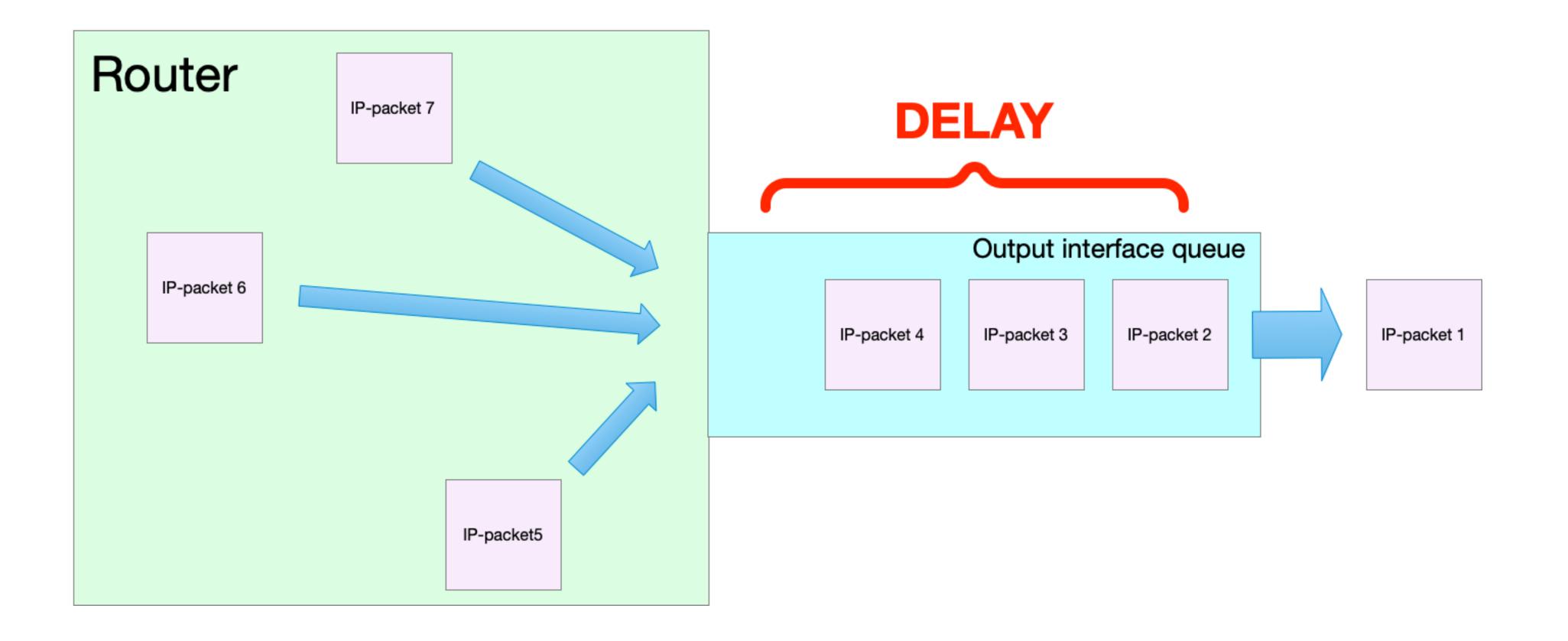


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#### Packets are queued up...









## Why is it important?

- Measurement of delay in different directions allows us to trace the moments of high channel utilization
- High utilization can occur not only on the first hop but on any one of them
- In any case, the fact of high utilization of a channel in some direction degrades the user perception









### Research

### Methodology

- to the most popular "external" resources in the region
  - Popularity data obtained through Open.Trends service
  - Measurements are taken over several weeks to get numerous results and ensure statistical confidence
- Domain names were used as targets, and resolving was performed on the probe
- The data is averaged to obtain a typical "portrait" of delays on weekdays and weekends.
  - Median averaging is used
- Then, additional averaging is performed for the country and the region as a whole

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# • We measure round-trip time from all Altas probes in Central Asia



### Services tested

- Google:
  - Google DNS
  - Google Authorisation Server
  - Google Fonts storage
- Facebook
  - Facebook frontend
  - Instagram
- Telegram
- TikTok
- Aliexpress/Akamai
- Yandex
- VK
- Rezka.ag
- Wikipedia





#### Biases

- Not every autonomous system has probes
  - Especially not every network prefix. -
- Frequently changing routes or geo-optimization of the service significantly blur the picture
- Additional factors may influence RTT
  - E.g., the complex internal structure of the service in question

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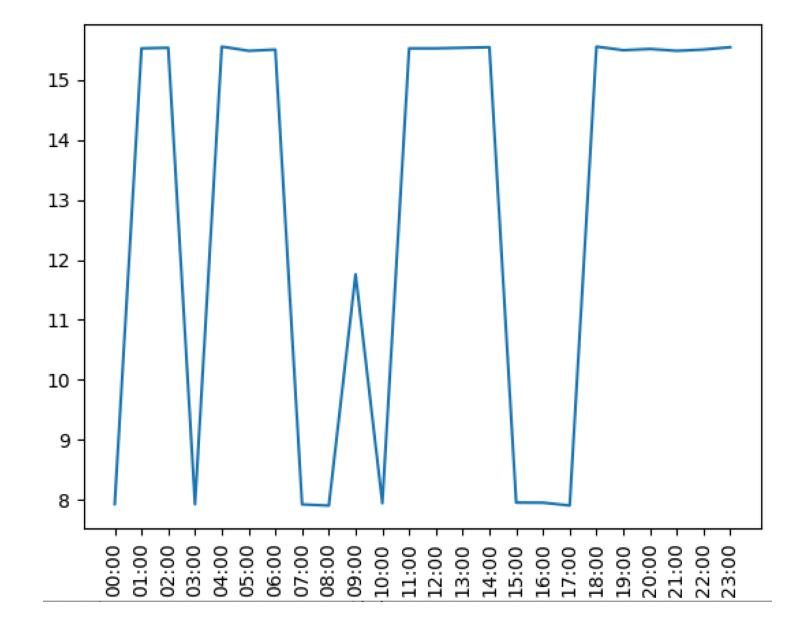
### "Baseline" and rejected data

- AliExpress uses Akamai with a cumbersome structure inside
  - RTTs are just random -
  - AliExpress data were excluded from the further research
- Measurement in Europe as the reference

  - That is, delays in queues at the interface along the route do not seem to occur

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Daily fluctuations on the other services do not exceed 3ms, and usually below 1ms



### **Results: Kazakhstan**

- off-peak hours (around 4am)
- There is no fundamental difference between weekdays and weekends
- For most services, the difference between the minimum and maximum RTT during a day is small
- Exceptions:
  - TikTok the difference is slightly more than normal, 8ms during weekends
  - Static Google content (fonts) the difference is quite large, about 25ms

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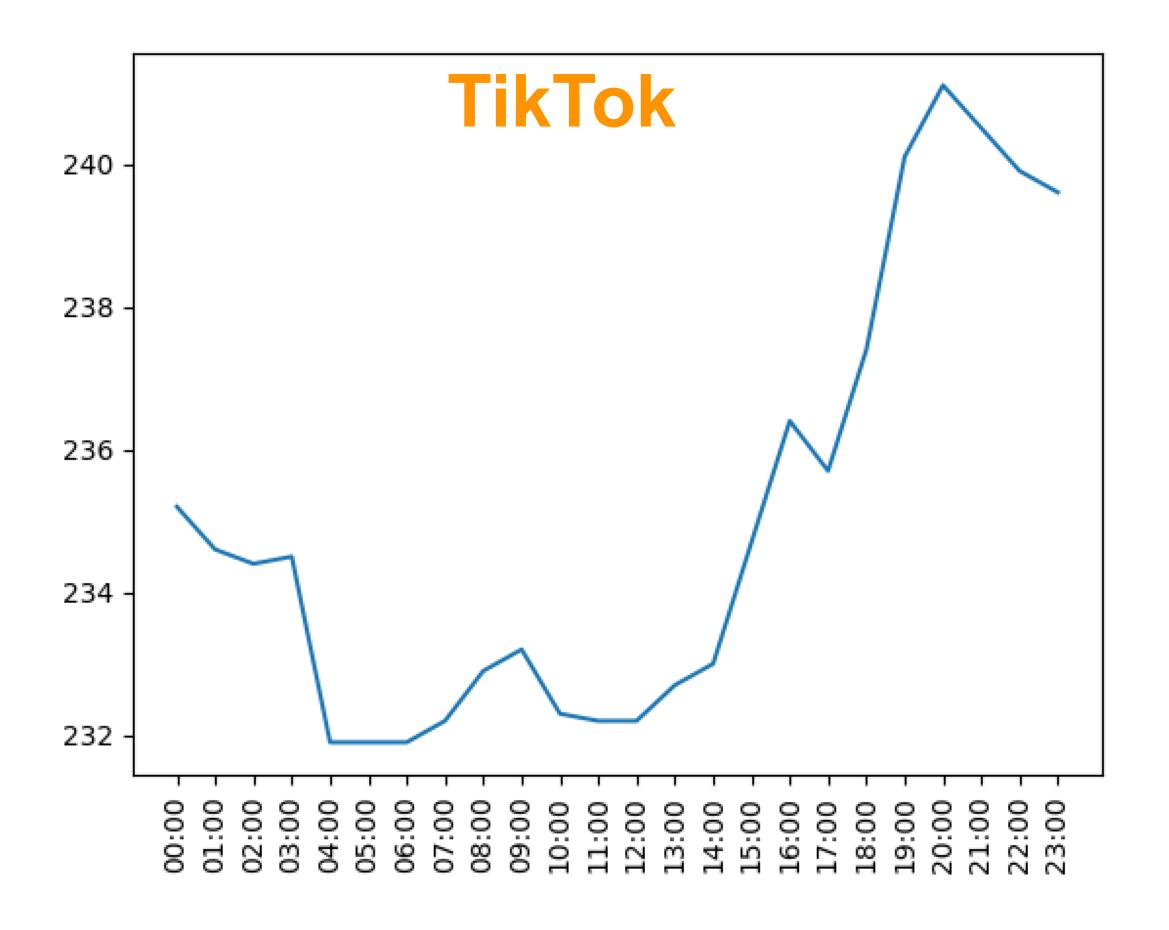




RTT graphs are as expected, with the best values during typical

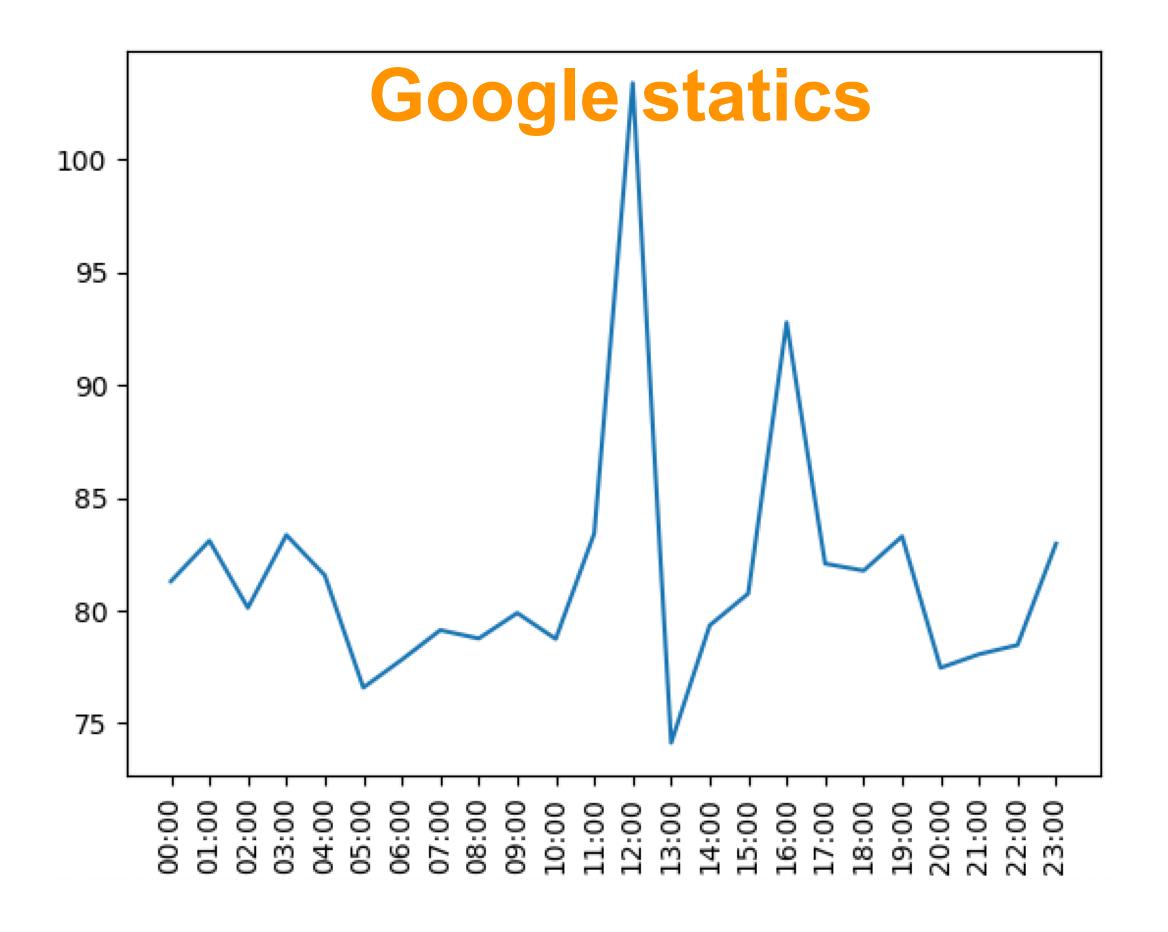


#### **Results: Kazakhstan**











# Results: Kyrgyzstan

- off-peak hours (around 4am)
- There is no fundamental difference between weekdays and weekends
- For most services, the difference between the minimum and maximum RTT during a day is small
- Exceptions:
  - Yandex the difference is a little more than normal, 4ms
  - VK the difference is slightly more than normal, 6ms
  - TikTok the difference is quite large, about 20ms

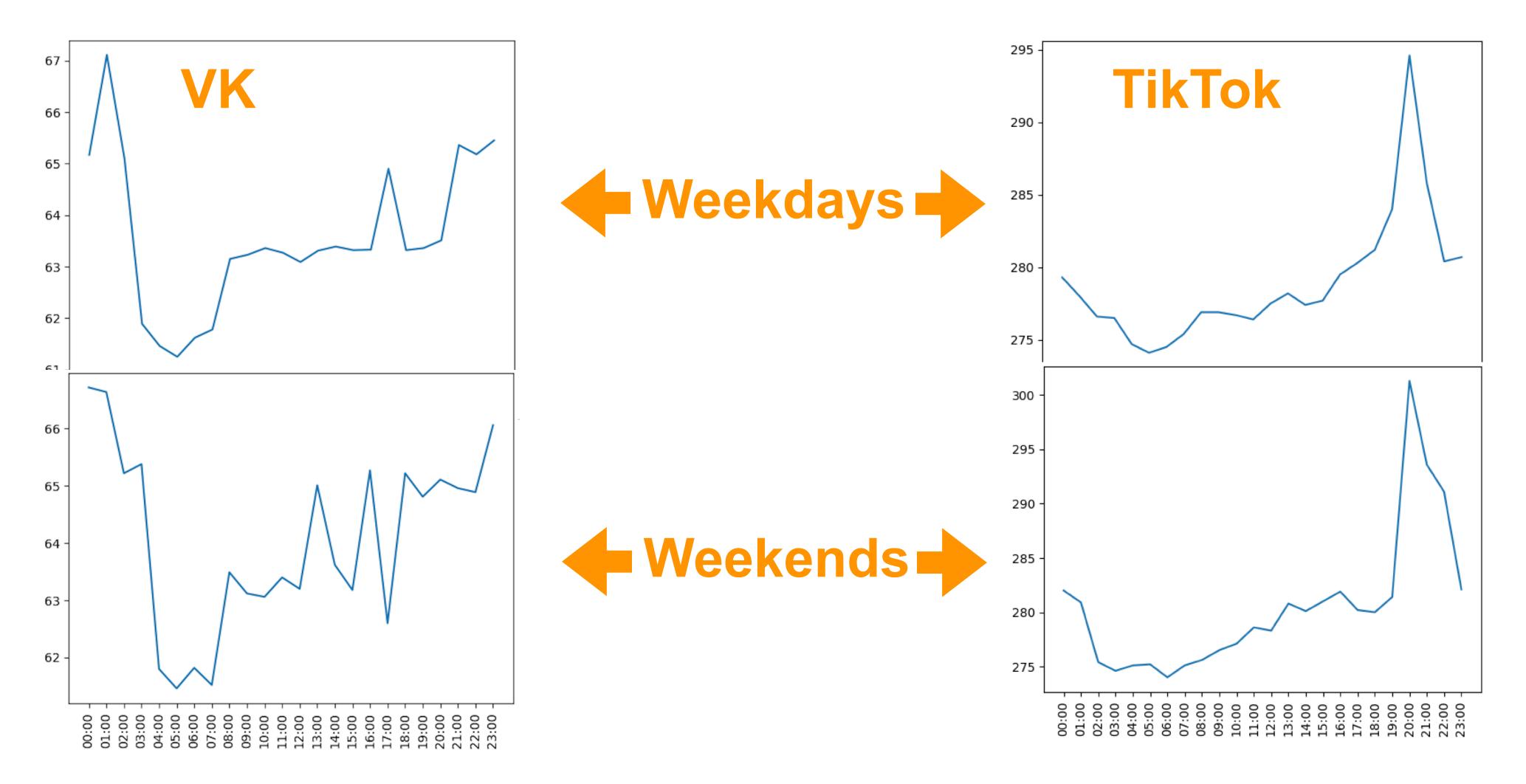
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RTT graphs are as expected, with the best values during typical

### Results: Kyrgyzstan







### Results: Tajikistan

- off-peak hours (around 4am)
- For most services, the difference between the minimum and maximum RTT during a day is small
- Exceptions:
  - Rezka.ag and Google Authorization the difference is a little more than normal, 4-5ms VK - the difference is slightly more than normal, 6ms

  - Facebook and Instagram during weekends the difference is large, about 10ms
  - TikTok the difference is quite large, around 40ms

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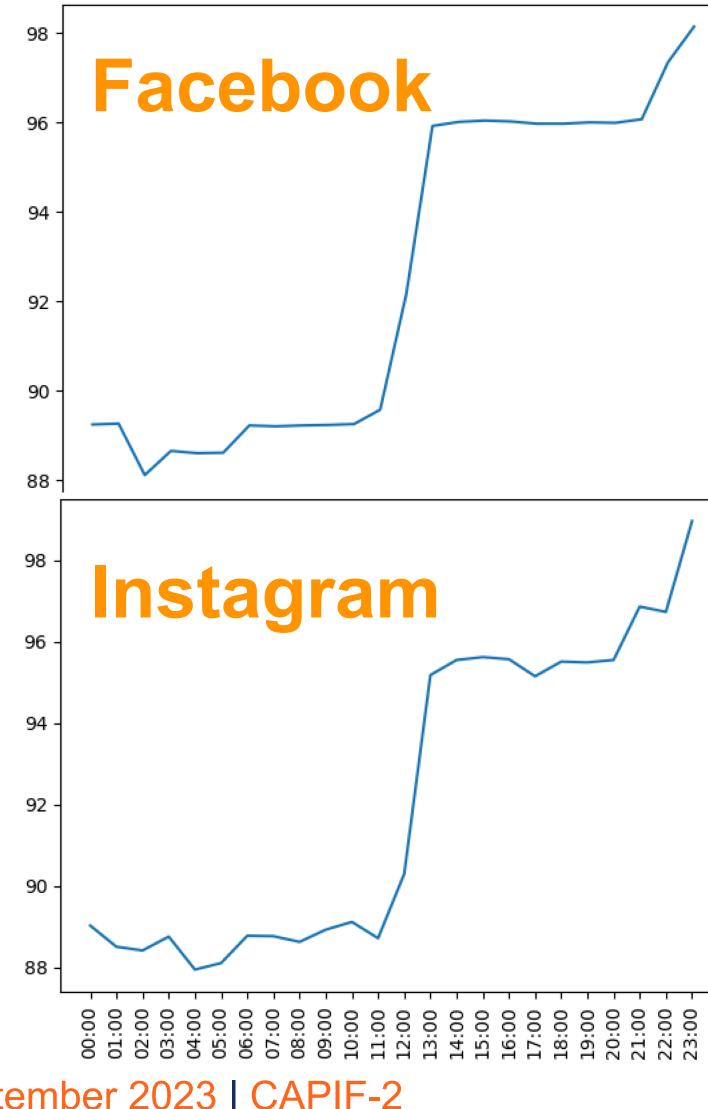


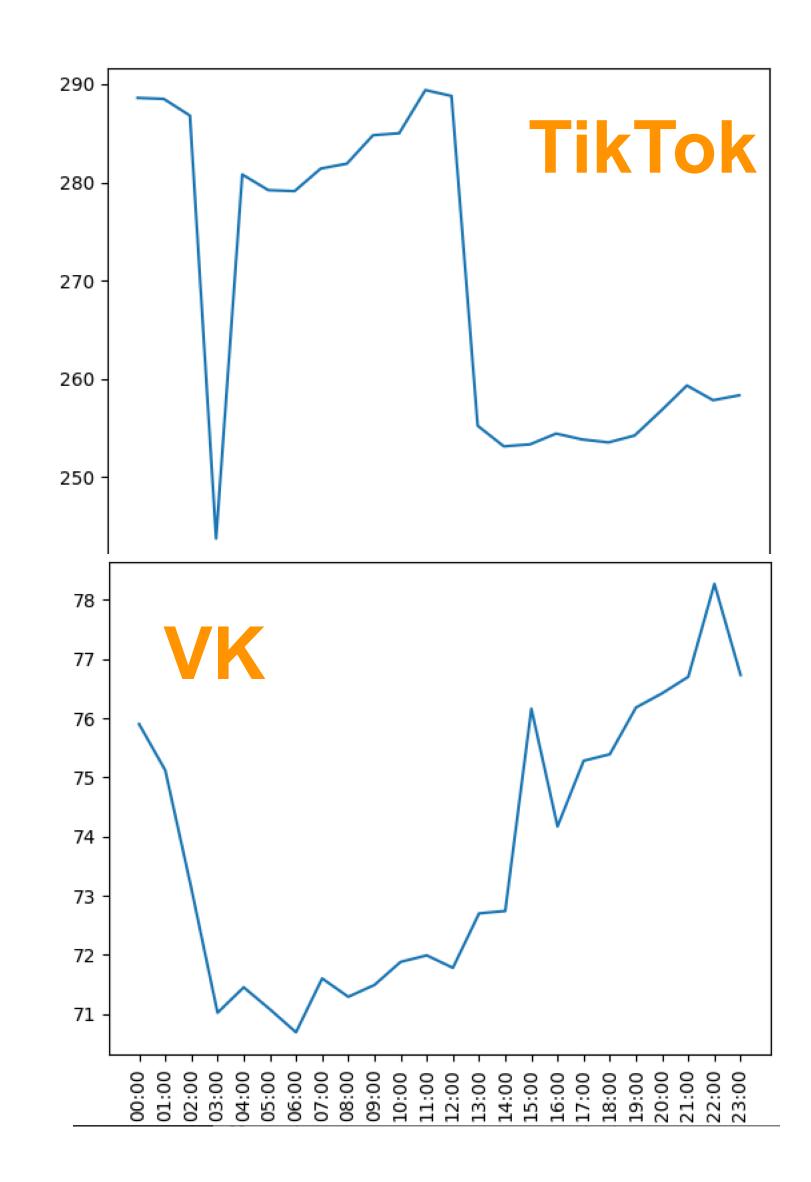


#### RTT graphs are as expected, with the best values during typical



### Results: Tajikistan









### **Results: Uzbekistan**

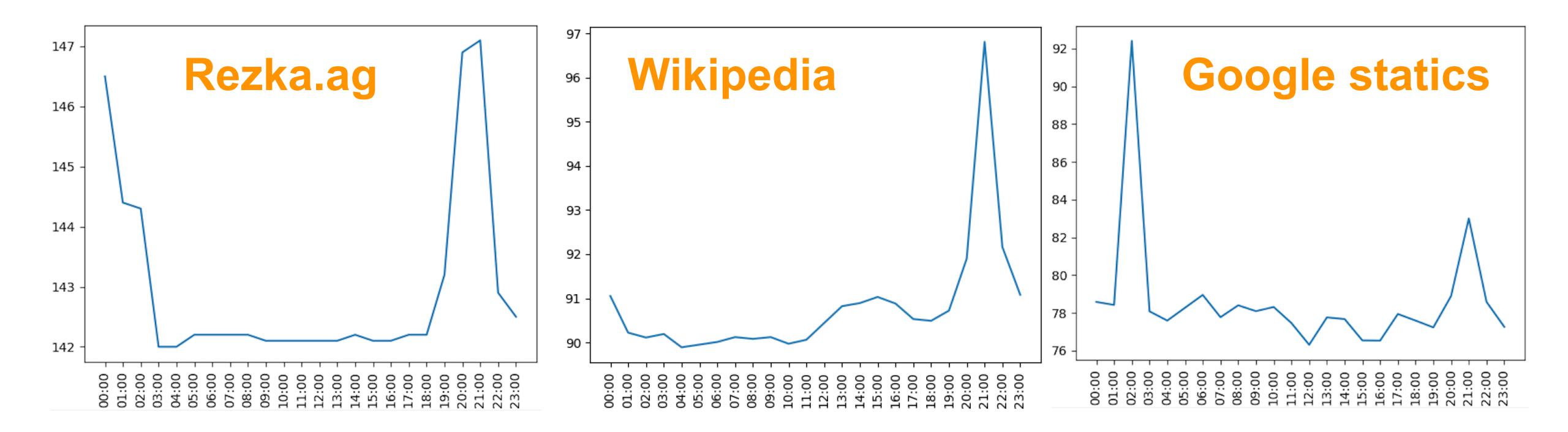
- RTT graphs are as expected, with the best values during typical off-peak hours (around 4am)
- There is no fundamental difference between weekdays and weekends
- For most services, the difference between the minimum and maximum RTT during a day is small
- Exceptions:
  - Rezka.ag the difference is little more than normal, 5ms
  - Wikipedia the difference is slightly more than normal, 6ms
  - Static Google content (fonts) the difference is quite large, up to 30ms

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#### **Results: Uzbekistan**







### Some conclusions

- Not all services can be monitored in this way
  - Akamai-based services as an example
- RTT by time during the day is uneven, which may indicate the influence of channel utilization
- At the same time, RTT fluctuations during the day on average in the region are small, which is definitely good
- Each country has its own peculiarities
- Interaction of operators with service providers may further improve the picture observed







# Questions

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